

## **Amendments to the Claims:**

### **Listing of Claims:**

1-33. (Canceled)

34.(Original) A computer-readable medium having stored thereon a data structure, the data structure comprising at least one field containing data indicative of a parameter designating an object as a layered object.

35. (Amended) In a computer system having a graphical user interface including a display, a method of displaying graphical representations on the display, the method comprising:

displaying a first window on the display, wherein the first window is a layered window attributed with at least one layering property;

displaying a second window on the display such that at least some portion of the second window overlaps and underlays the first window;

blending the first and second windows such that the portion of the second window which overlaps the first window is at least partially visible to a user.

36. (Original) The method as recited in claim 35, wherein the first and second windows are displayed according to an order.

37. (Original) The method as recited in claim 36, wherein the order is a display order.

38. (Original) The method as recited in claim 37, wherein the display order is a z order.

39. (Amended) The method as recited in claim 35, wherein the blending step includes attributing an opaqueness value to at least the first window ~~windows~~.

40. (Original) The method as recited in claim 39, wherein the opaqueness value is integer having values between approximately 0 and 255.

41. (Original) A computer-readable medium having computer-executable instructions for performing the steps recited in claim 35.

42. (Original) A computer system having a memory, an operating system and a central processor, the computer system being operable to carry out the steps recited in claim 35.

43. (Original) In a computer system having a graphical user interface including a display and a user interface selection device, a method of providing and selecting two or more objects on the display, the method comprising:

displaying a first of the two or more objects on the display;

displaying a second of the two or more objects on the display such that the second object overlaps and underlays the first object;

blending the first and second objects such that the portion of the second object which overlaps the first object is at least partially visible to a user;

receiving a user selection signal indicative of the user interface selection device pointing to the overlapping portion of the first and second objects; and

processing the user selection as indicative of a selection of the underlying portion of the second object.

44. (Original) The method as recited in claim 43, wherein the first and second objects are displayed according to an order and wherein the first object is attributed a higher order than the second object.

45. (Original) The method as recited in claim 44, wherein the order is a z order.

46. (Original) The method as recited in claim 43, wherein the blending step includes attributing an opaqueness value to at least the first object.

47. (Original) The method as recited in claim 46, wherein the opaqueness value is an integer having values between approximately 0 and 255.

48. (Original) A computer-readable medium having computer-executable instructions for performing the steps recited in claim 43.

49. (Original) A computer system having a memory, an operating system and a central processor, the computer system being operable to carry out the steps recited in claim 43.

50. (Original) In a computer system having a graphical user interface including a display and a user interface selection device, a method of animating window objects on the display, the method comprising:

- obtaining a window object to be displayed on the display;
- attributing the window object a variable translucency;
- compositing the window object with any underlying objects; and
- varying the translucency of the window object to create an animation of the window object.

51. (Original) The method as recited in claim 50, wherein the window object is representative of menu, the method further comprising the steps of :

- retrieving a set of menu entries for the menu;
- displaying the set of menu entries;
- receiving a menu entry selection signal indicative of the user interface selection device pointing at one of the menu entries;
- displaying a visual indication of the menu entry selection;

blending the visual indication of the menu entry selection and any underlying graphics such that the visual indication of the menu entry selection progressively fades until it is no longer visible.

52. (Original) The method as recited in claim 51, wherein the step of displaying the visual indication includes highlighting the menu entry selection with a solid color.

53. (Original) The method as recited in claim 51, wherein the blending step includes progressively displaying the highlighted menu entry selection in a faded manner.

54. (Original) The method as recited in claim 51, wherein the step of displaying the visual indication includes attributing an opaqueness value to the visual indication.

55. (Original) The method as recited in claim 54, wherein the opaqueness value is an integer having values between approximately 0 and 255.

56. (Original) The method as recited in claim 54, wherein the blending step includes reducing the opaqueness value attributed to the visual indication of the menu entry selection.

57. (Original) The method as recited in claim 50 further comprising the step of displaying a visual indication of the window object, wherein the varying step includes adjusting

the translucency of the window object such that the visual indication of the window object progressively fades in until it is fully non-translucent.

58. (Original) A computer-readable medium having computer-executable instructions for performing the step recited in claim 50.

59. (Original) A computer system having a memory, an operating system and a central processor, the computer system operable to carry out the steps recited in claim 50.